

Please replace the paragraph beginning at page 5, line 2 with the following rewritten paragraph:

(2) The present invention provides a method for operation of a gaming device and preferably a bonus round of said device, whereby the player can selectively keep an award or attempt to sequentially exchange or trade up to a point or award total that enables the player to obtain a final and desirable ultimate award. The present invention can disclose the value of the ultimate award, and in either case the player knows the existence of the ultimate award. The present invention preferably discloses or reveals the value of the player's currently held or currently obtained award. The player preferably knows that there is an ultimate award the player has an opportunity to obtain and preferably knows the award the player must risk to obtain the ultimate award. The game can reveal the value of the intermediate award steps as the player decides to go for the ultimate award or settle for the currently held award. The game preferably provides a consolation award to a player upon an unsuccessful exchange and one or more tease sequences described below.

Please replace the paragraph beginning at page 6, line 6 with the following rewritten paragraph:

(3) If the player succeeds at the initiator game, the game preferably provides the player with an award that becomes the initial currently held award in the main award exchange sequence of the present invention. The award exchange sequence involves the player successively risking the currently held award for opportunities to trade up to higher and higher awards in order to reach an ultimate award. The player can stop at any point in the succession and keep the currently held award, at which point, the game or the bonus round preferably ends. If the player is unsuccessful in an attempt to trade up, the game preferably provides the player with a consolation award.

Please replace the paragraph beginning at page 15, line 10 with the following rewritten paragraph:

C4
The present invention can be employed as a bonus round in a gaming device or a primary game in a gaming device. The main difference between the two is that in a primary game, the player can win nothing. In a bonus round, the game preferably provides at least some consolation award to the player. The present invention is preferably a bonus round of a gaming device and is thus described as such. The present invention, however, is not so limited and can be employed as a primary game in a gaming device.

Please replace the paragraph beginning at page 17, line 17 with the following rewritten paragraph:

C5
The database of Fig. 4 includes a column 62 having three current player award ranges 25-100, 400-500 and 700-1000. These ranges include the player's currently held award for the beginning of an exchange sequence. The column 64 includes three corresponding consolation awards 20, 100 and 300. The game awards the consolation values when the player unsuccessfully attempts to exchange or upgrade the current award. The column 66 includes three upgrade award ranges 400-500, 700-1000 and 1500-3000. The game upgrades or exchanges the player's current award with an upgrade award from the corresponding range upon a successful exchange. The upgrade range form a preceding row, e.g., row 76, thus becomes the player's current range in a succeeding row, e.g., row 78. The upgrade range of the final row 80 includes the ultimate award, i.e., 3000.

Please replace the paragraph beginning at page 18, line 12 with the following rewritten paragraph:

C6
Referring now to Fig. 5, a process flow diagram of an indicator sequence of the present invention is illustrated. Upon a bonus round triggering event, indicated by the oval 82, the game randomly selects one of three initiator games for the player to play, as indicated by the block 84. The game can equally weight the changes of picking any particular initiator game or assign a weighted percentage to each. The game can make such determination at any prior point of the bonus round or base game of

C6
the gaming device. The present invention can store any number of initiator games and can employ multiple initiator games during any given bonus round.

Please replace the paragraph beginning at page 22, line 6 with the following rewritten paragraph:

C7
As indicated by the block 116, the player wins the award upgrade, which the game sets to the player's current award in the next award exchange sequence. The game selects two new values from the next award upgrade row of the database of Fig. 4 and randomly assigns each value to one of the symbols "A", "B" or "C" illustrated in Fig. 3. The game selects the consolation award from the next consolation row of the database of Fig. 4 and assigns it to the remaining unassigned symbol "A", "B" or "C". The game then returns the player to instructional prompt indicated by block 100. The preferred award exchange sequence continues until the sequence ends as indicated by ovals 104, 114 or in ovals contained in the tease sequence of Fig. 7.

Please replace the paragraph beginning at page 25, line 3 with the following rewritten paragraph:

C8
Referring again to Fig. 4, the sample database of the present invention illustrates four incremental tease awards 68,70,72 and 74 with each row, namely, rows 76, 78 and 80. The present invention contemplates providing any number of possible incremental tease awards. The present invention also contemplates randomly selecting and adding less than all of the tease awards to the player's current award. Although not illustrated, the game can maintain a tease probability distribution, for example, a 10% chance that the game adds only the first tease, a 40% chance that the game adds on the first and second teases, a 40% chance that the game adds the first, second and third teases and a 20% chance that the game adds all four teases.

Please replace the paragraph beginning at page 27, line 2 with the following rewritten paragraph:

C9

Referring now to Fig. 8, an enlarged front plan view of the display device generally is shown displaying the components of an alternative award exchange embodiment of the present invention. In Fig. 8, like in Fig. 3, the display device 32 preferably includes a touch screen 46 and an associated touch screen controller 48 discussed in Fig. 2. The alternative embodiment also provides the keep selector and indicator 52, which updates and displays the value of the player's current award. In Fig. 8, unlike Fig. 3, the game only provides the two selectors 54 and 56, which as before are associated with the symbols "A" and "B", respectively. The game also preferably provides a suitable visual and/or audio prompt 138, which now directs the player to keep a current award by selecting the keep button 52 or exchange it for one of the two prizes associated with symbols "A" or "B".

Please replace the paragraph beginning at page 31, line 6 with the following rewritten paragraph:

C10

Second, diamond 132 in which the game determines whether another award upgrade exists is not applicable in the alternative embodiment because the player has permanently selected the consolation award, i.e., the game ending award. After the revealing the selected and unselected awards in block 130, the game automatically ends and the player wins the selected award as indicated by the oval 134. In the alternative embodiment, the game does not return to the award exchange sequence from the tease sequence, as indicated by the block 136. In all other respects the tease sequence is the same for the alternative embodiment; namely, the game randomly selects and adds any number of incremental tease awards, as indicated by diamond 126. Again, the present invention preferably varies the number of incremental tease additions so that the game does not become predictable.